

SHILOHTM

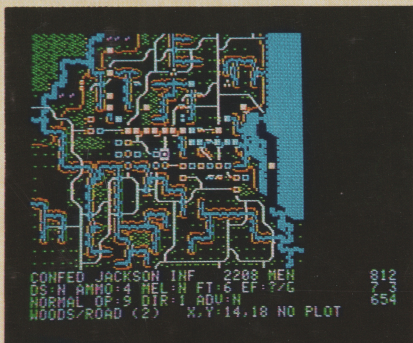
GRANT'S TRIAL IN THE WEST



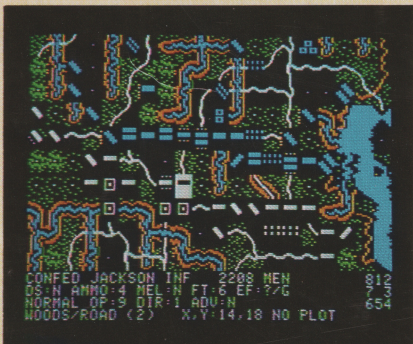
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Until April 6, 1862, General Grant's ascendancy in the Union Army had been relatively uneventful. The few battles he directed had been won without much test of his mettle. But on the dawn of that fateful Sunday, he found the 45,000 men under his command pressed against the Tennessee River at Pittsburg Landing, caught in a surprise attack by Confederate General Johnston and his Army of the Mississippi.

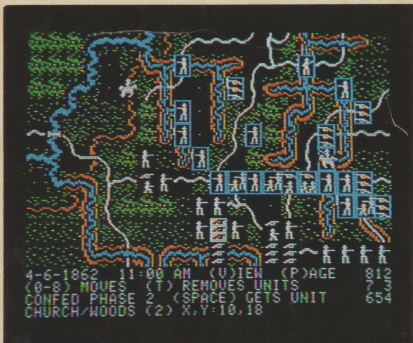
Thus began the Battle of Shiloh, two murderous days that would be Grant's first real trial by fire.



Strategic map allows you to see an overall view of the battlefield.



Tactical display zooms in for a closer look.



Tactical view using icons instead of symbols.

FOR ALL CIVIL WAR FANS

This superb simulation contains three games that are designed to challenge all Civil War fans — regardless of wargaming experience.

The Introductory Game uses simplified rules and options and easy-to-use joystick control to let the novice player jump right into the action.

The Intermediate Game serves as a stepping stone to the Advanced Game, where complex decisions and intricate rules create an incredibly detailed and realistic simulation that will satisfy even the most veteran of wargamers.

AWARD WINNING GAME SYSTEM

This game uses an improved version of the critically acclaimed game system first seen in SSI's *GETTYSBURG: The Turning Point*.™ The Battle of Shiloh is faithfully re-created in 15 turns. All brigades historically present at the battle are included, as are the Federal gunboats *Lexington* and *Tyler*. The 30x30 square-grid battlefield (also provided as a 4-color mapcard) accurately reflects the terrain around Shiloh.

A significant refinement is the ability to switch between a strategic and tactical display anytime during play. Another is the inclusion of special morale rules for "green," untried troops.

Generals Grant and Johnston actually appear in the game as army/corps commanders. They can be injured — or killed (as Johnston was in the real battle).

During solitary play, the computer can direct either or both sides.

HISTORY REPEATED OR REVISED?

The Battle of Shiloh was a see-saw affair that could easily have been a Union defeat or victory. Now, *you* determine the outcome of Grant's fearsome trial — and his destiny.

Screen displays shown are from the Apple®. Displays from other computer(s) may vary. Apple is a registered trademark of Apple Computer, Inc. MADE IN U.S.A.



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SHILOH: Grant's Trial in the West was designed by David Landrey and Chuck Kroegel, whose other works include *SSY's Rebel Charge at Chickamauga™* and *Gettysburg™*.

- PLAYING TIME: 10 to 15 hours.
- INTRODUCTORY, INTERMEDIATE and ADVANCED games included.

Art director: LOUIS HSU SAEKOW. Illustrator: JOSEPH CHIDO.

- Based on the award-winning game system used in *GETTYSBURG: The Turning Point™*.
- Tactical and strategic displays within the game allow "zooming" in for more detail and "zooming" out for an overall picture.
- Special rules for green, untried brigades.
- Brigades may breakdown into demibrigades and then reform again.
- Features Grant and Johnston as army/corps leaders. Federal gunboats also included.
- Introductory Game contains joystick option.
- Computer can play either or both sides.